

Radio Shack
Color Computer

Cat. No. 26-3289

SHAMUS



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SHAMUS

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Shamus Program Manual:
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10 9 8 7 6 5 4 3 2 1

Introduction

Your spaceship hurtles through space. While all systems have checked out okay, you attempt to relax. Memories of your last encounter with the Shadow jolt your nerves for a minute. Your mind recalls the images of Robo-Droids that just won't quit — the dark, sneaky Whirling Drones from a timeslip galaxy — and the lightning quick Snap-Jumpers that can fry you to a crisp in seconds by just looking at them. No problem! You've handled them before . . . The one you want is the big jammer himself, the Shadow!

After you land, your instincts tell you that he's here and . . . that smell — the sickening sweet odor of decomposing fruit; the Shadow's trademark. All that's left to do is find and destroy the Shadow before he finds you. You are equipped with Ion-Shivs, the most dangerous weapons in this part of the galaxy, which are capable of dropping a fully screened sniffer-droid at 300 meters!



Suddenly, out of the corner of your eye, you see a small black form dart up to the door and quietly enter the building across from the emergency launching pad. You silently enter your teleporter. The scanner indicates that the Shadow's lair has four levels, and that each room is bristling with danger.

As you prepare to transport yourself into the Shadow's lair, you are unsure of what to expect. You know you won't be greeted with open arms — and there's no turning back. You reach for the bottle of Nervine and activate the transporter. You know you're ready when you feel your biosensors shift into high gear.

Tell the Shadow that SHAMUS is here!

Required Equipment

- A TRS-80® Color Computer with at least 16K Memory
- A disk drive
- A standard television (color recommended)
- One joystick

Loading Instructions

To load Shamus, follow these instructions exactly:

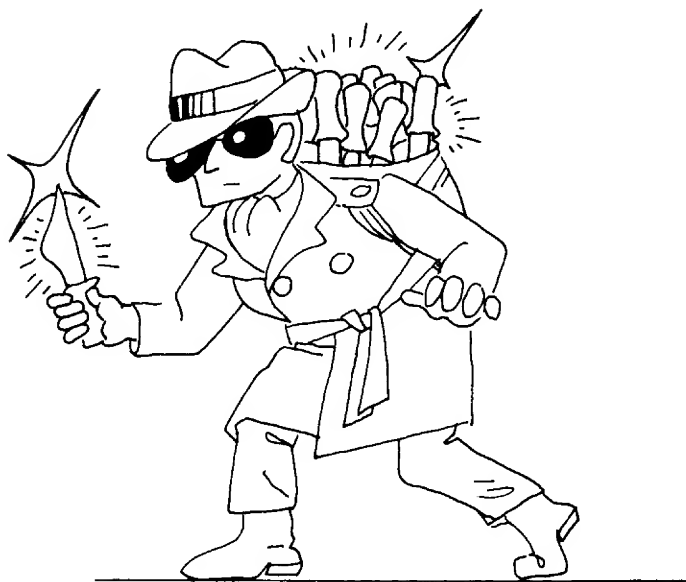
1. Connect the Color Computer to the television set and move the antenna switchbox control to Computer (or Game). See your TRS-80 Color Computer Operation Manual for further details regarding connections.

2. Connect the computer to the disk drive as instructed in your TRS-80 Color Computer Disk System Manual and then turn on the disk drive.
3. Plug the joystick into the right jack on the back of the computer.
4. Turn on the television and tune it to channel 3 or 4 (whichever is least active in your area).
5. Turn on the Color Computer. The screen shows:
OK.
6. Insert the Shamus Program diskette (label facing right) into the disk drive and close the drive door. Type RUN "SHAMUS" ENTER.
7. After the musical presentation, you will receive an on-screen display of your opponents and the principle objects of the game.

Warning: Make sure the computer is on before you insert the Program diskette into the drive. Remove the diskette from the drive before turning the computer off. Failure to do so may result in damage to the program.

Starting Play and Skill Options

There are three levels of play — Novice, Advanced, and Expert. Each level of difficulty increases substantially from the last. To select a skill level, press **ENTER** until the desired option appears at the bottom of the screen. Press **X** to start the game.



Playing the Game

The Shadow is a fugitive from justice. After committing a crime, he retreats to his lair until the heat is off. His lair is in another time space. The defense system that he has installed to protect his lair makes it virtually impossible to penetrate.

The object of the game is to reach the core of the Shadow's lair and destroy him. To do this you must:

- Explore the various levels of the lair and retrieve the colored keys for all of the passages
- Accumulate as many points, bonuses, and extra lives as possible
- Overcome the obstacles and dangers that infest the lair
- Advance to the fourth level to completely destroy the Shadow

Sketching every move may help you figure out the lair's structure and find the "core" (the Shadow's hangout). You shouldn't have trouble dealing with the Shadow or his henchmen since you have dealt with them before.

You must match keys and lock by color in order to advance further into the maze. Avoid making contact

with the walls, use your Ion-Shivs, and dodge the opponents' fire. Every now and then you will encounter a bubbling bottle of Extra Life to boost your life span.

Hints

1. Observe the various characteristics of your opponents, and take advantage of their weaknesses.
2. Keep track of your location in the maze.
3. Keep track of the number of lives you have by watching the top right corner of the screen.
4. If you find the correct color keyhole before finding its matching key, note the room number so you will know exactly where to go when you find the key.
5. It is not necessary to clear each room of intruders.



Shadow: The arch-villain is monitoring your moves. A low pulsing sound signals when Shadow is about to enter the room. You cannot kill him since he's wearing Tri-Gamma armor, but you can getaway by temporarily stunning him with your Ion-Shivs. Only in the deepest recesses of Level 3 will you have the chance of completely annihilating the Shadow.

The Lair: Shadow's residence has four level numbers (0-3). Level and room numbers are displayed at the bottom of the screen. There are a Total of 148 rooms in the maze.

Shamus: You are the Shamus. To move in any of eight directions, move the joystick in the desired direction.

Ion-Shivs: Your Ionic-Short High Intensity Vaporizer weapons are banned throughout the galaxy. They totally disintegrate any form of life upon contact unless shielded by Tri-Gamma body armor. To shoot your Ion-Shivs, press the fire button on the joystick while moving the joystick in the desired direction.

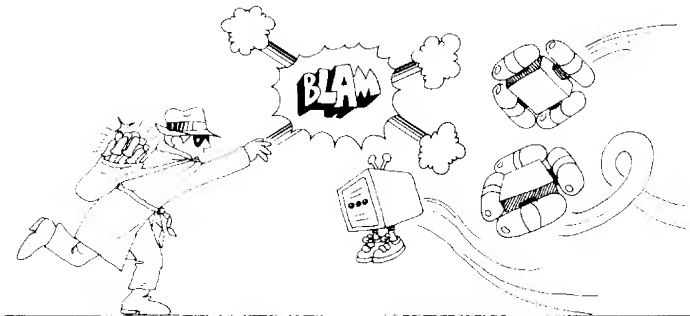
Whirling Drones: Pilotless aircraft that are intensely sensitive to movement within the passages of the lair. They are ferocious and armed with molecular disruptors. Use your Ion-Shivs!

Robo-Droids: Slow-moving semi-mechanical androids. The droids are programmed to destroy, and they never give up. They are armed with disruptors, so use your weapon.

Snap-Jumpers: Self-propelled annihilators that cannot “think.” They are strange mutations who exist in two dimensions. Snap-jumpers have the ability to “snap” in and out of your time-space continuum, so consider them very unpredictable and quick. Their speed makes them very dangerous, so be prepared to use your Ion-Shivs.

Keys and Keyholes: Each level contains various keys that you must collect along the way. As you touch a key to pick it up, it appears in the bottom right corner of the screen to signify that you have possession.

To go to the next level, you must possess the key that matches the color of the level you are on, and when you find the matching keyhole, simply touch it. The wall retracts, permitting you to go to the next level. If the wall does not retract, you do not have the correct colored key,



or you are using the wrong colored keyhole. If this happens, you must retrace your way through the lair to find the correct colored key or keyhole.

Pod Rooms: These are special rooms that exist in another dimension. It is believed that they lead to the lair's core. The only way to gain entrance into these rooms is through a small time window.

Extra Lives: You receive ten lives at the start of the game. If you encounter a bubbling bottle in a room, you need only to touch it to obtain extra life. You may accumulate as many lives as your skill allows. The current number of lives is displayed in the upper right corner of the screen. To stay alive, dodge your opponents' fire and avoid contact with the walls.

Question Marks: By passing over the pulsating question marks, you invite either bonuses or disaster!

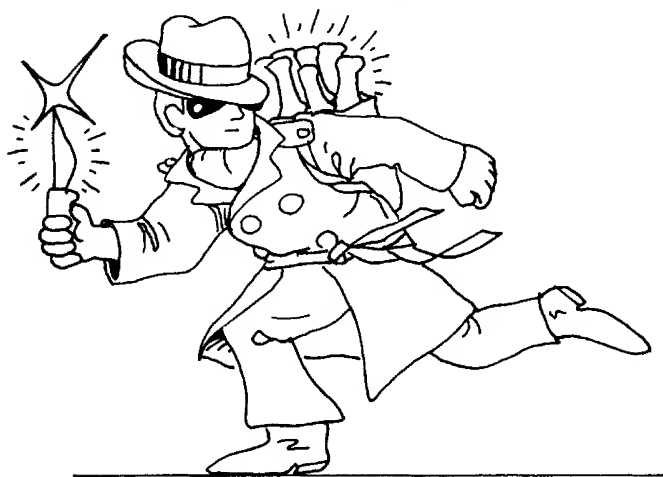
Scoring

The score is displayed at the top left corner of the screen. You receive 200 points for the first intruder you hit and 5 points for each hit thereafter. Question mark bonuses vary throughout the game.

New Game

Press the **SPACE BAR** to start a new game.

Good Luck, and remember,
the Shadow is
l-u-r-k-i-n-g.



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